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Figure 1: Screen positions *vs* window positions within the example display

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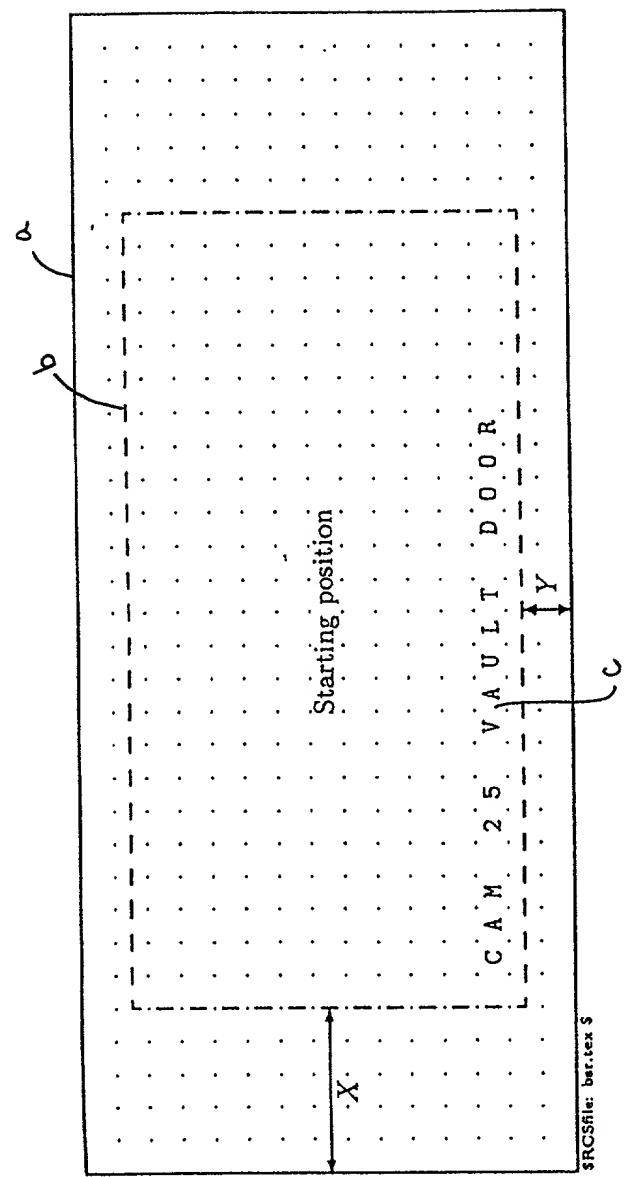


Figure 2: "First" window position within the display as used in Burned Screen Reduction (BSR) mode

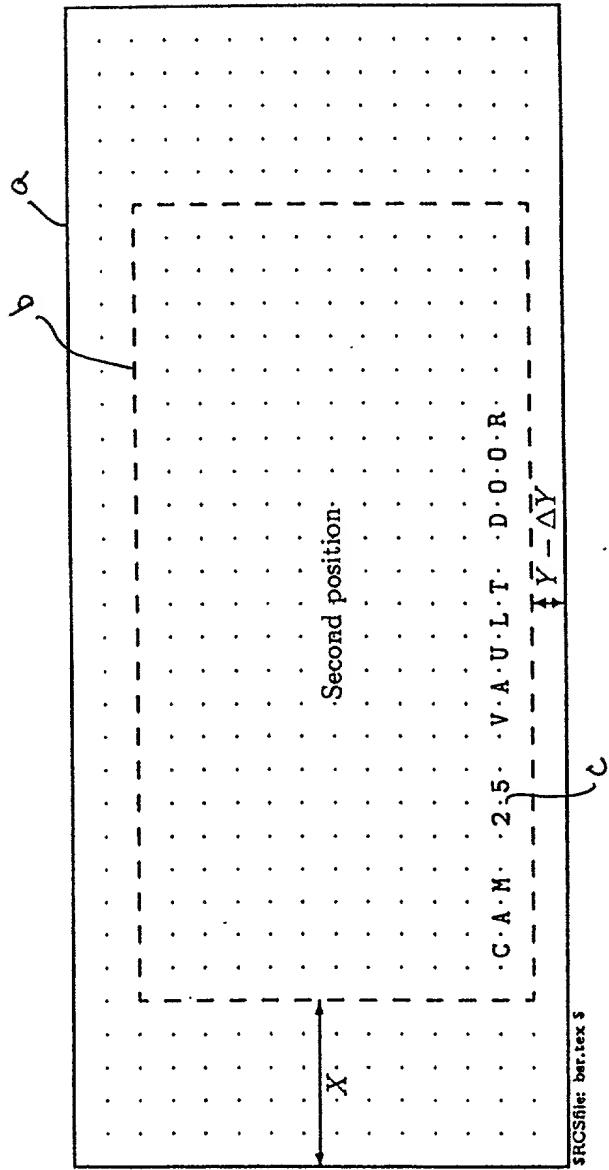


Figure 3: "Second" window position within the display as used in Burned Screen Reduction (BSR) mode

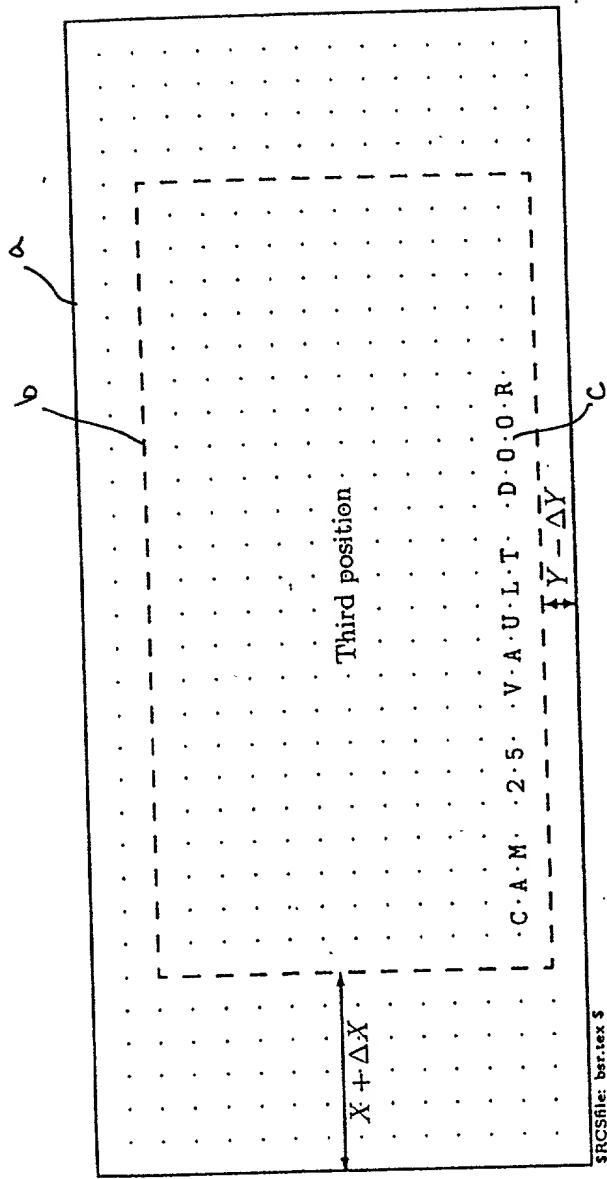


Figure 4: "Third" window position within the display as used in Burned Screen Reduction (BSR) mode
srcsfile: bsr.tex \$

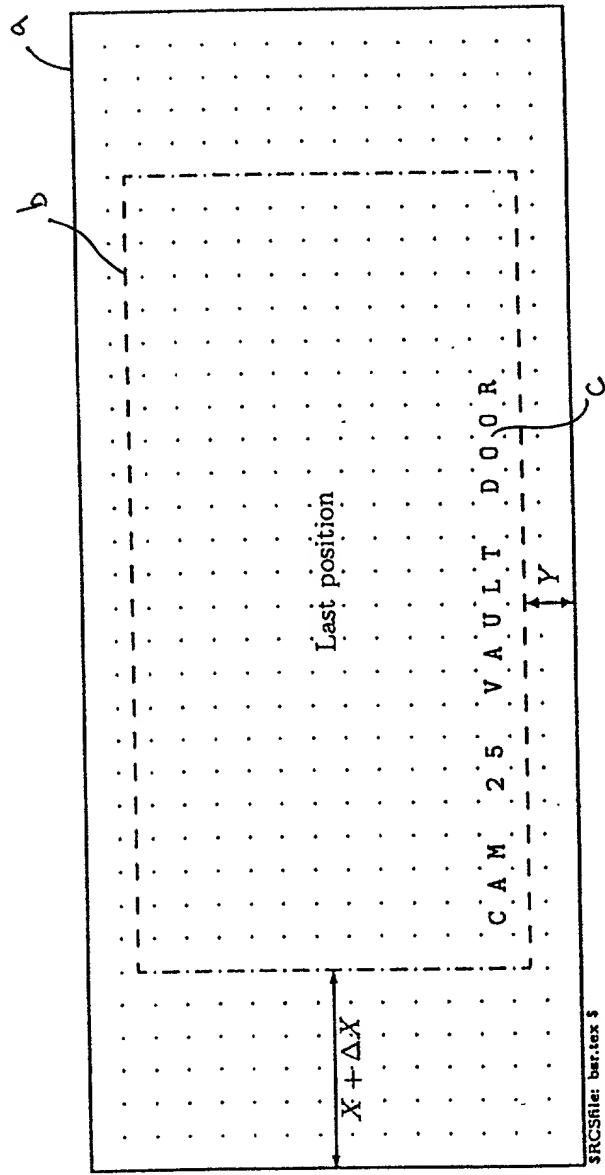


Figure 5: "Fourth" window position within the display as used in Burned Screen Reduction (BSR) mode